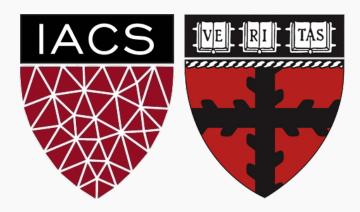
Lecture 7b: Regularization

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- Norm Penalties
- Early Stopping
- Data Augmentation
- Sparse Representation
- Bagging
- Dropout



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Regularization

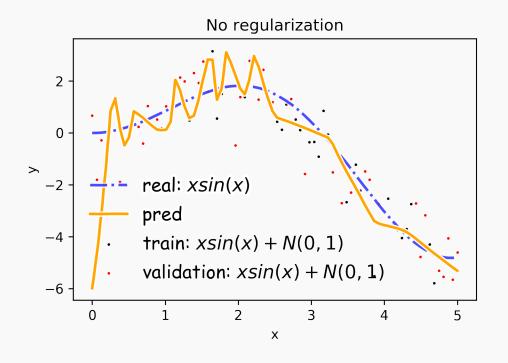
Regularization is any modification we make to a learning algorithm that is intended to **reduce its generalization** error but not its training error.





Overfitting

Fitting a deep neural network with 5 layers and 100 neurons per layer can lead to a very good prediction on the training set but poor prediction on validations set.





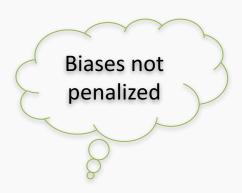


Norm Penalties

We used to optimize:

Change to ...

$$J_R(W;X,y) = J(W;X,y) + \alpha\Omega(W)$$



*L*₂ regularization:

- Weights decay
- MAP estimation with Gaussian prior

*L*₁ regularization:

- encourages sparsity
- MAP estimation with Laplacian prior

$$\Omega(W) = \frac{1}{2} \parallel W \parallel_2^2$$

$$\Omega(W) = \frac{1}{2} \parallel W \parallel_1$$



Norm Penalties

We used to optimize:

Change to ...

$$W^{(i+1)} = W^{(i)} - \lambda \frac{\partial J}{\partial W}$$

$$J_R(W; X, y) = J(W; X, y) + \frac{1}{2} \alpha W^2$$

$$W^{(i+1)} = W^{(i)} - \lambda \frac{\partial J}{\partial W} - \lambda \alpha W$$

weights decay in proportion to its size.

Biases not penalized

L₂ regularization:

- Decay of weights
- MAP estimation with Gaussian prior

*L*₁ regularization:

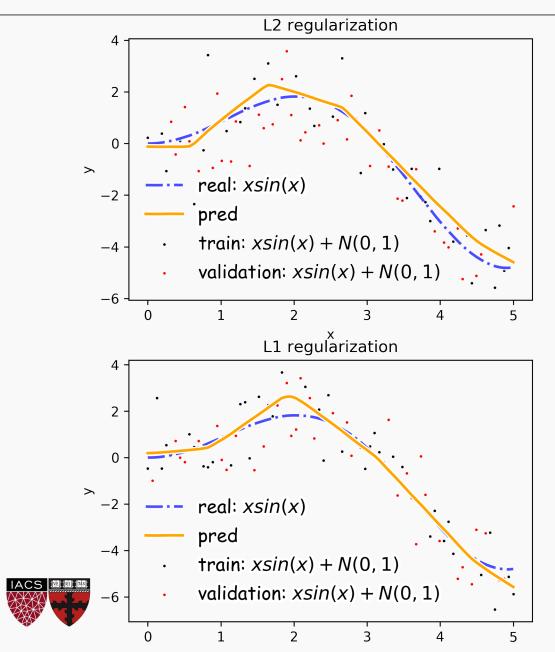
- encourages sparsity
- MAP estimation with Laplacian prior

$$\Omega(W) = \frac{1}{2} \parallel W \parallel_2^2$$

$$\Omega(W) = \frac{1}{2} \parallel W \parallel_1$$



Norm Penalties



$$\Omega(W) = \frac{1}{2} \parallel W \parallel_2^2$$

$$\Omega(W) = \frac{1}{2} \parallel W \parallel_1$$

Norm Penalties as Constraints

$$\min_{\Omega(W) \le K} J(W; X, y)$$

Useful if K is known in advance

Optimization:

- Construct Lagrangian and apply gradient descent
- Projected gradient descent

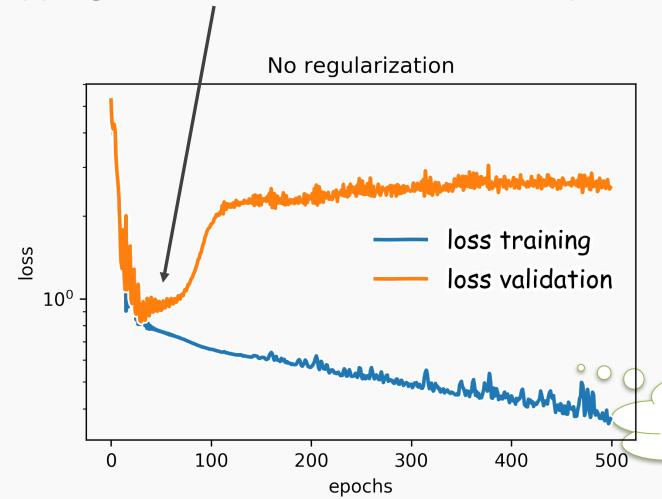


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Early Stopping

Early stopping: terminate while validation set performance is better

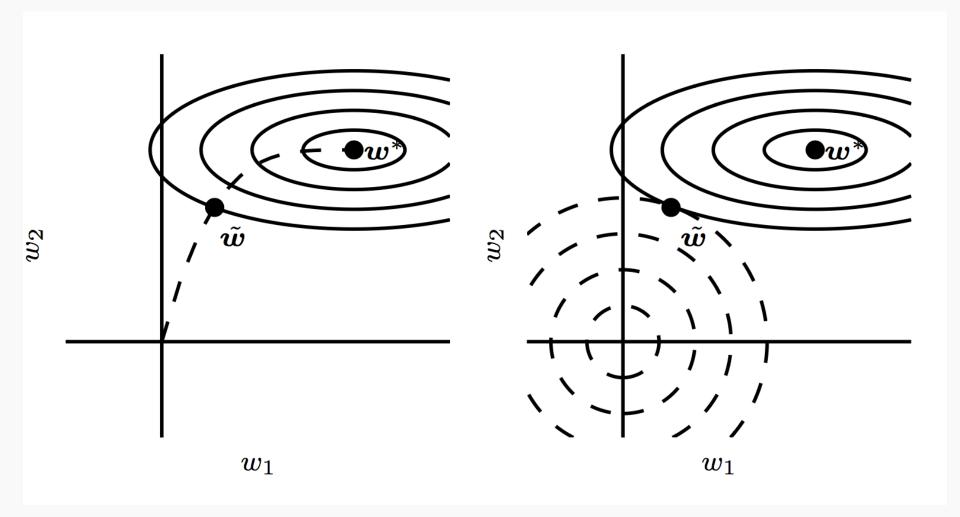


Training time can be treated as a hyperparameter





Early Stopping





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Data Augmentation









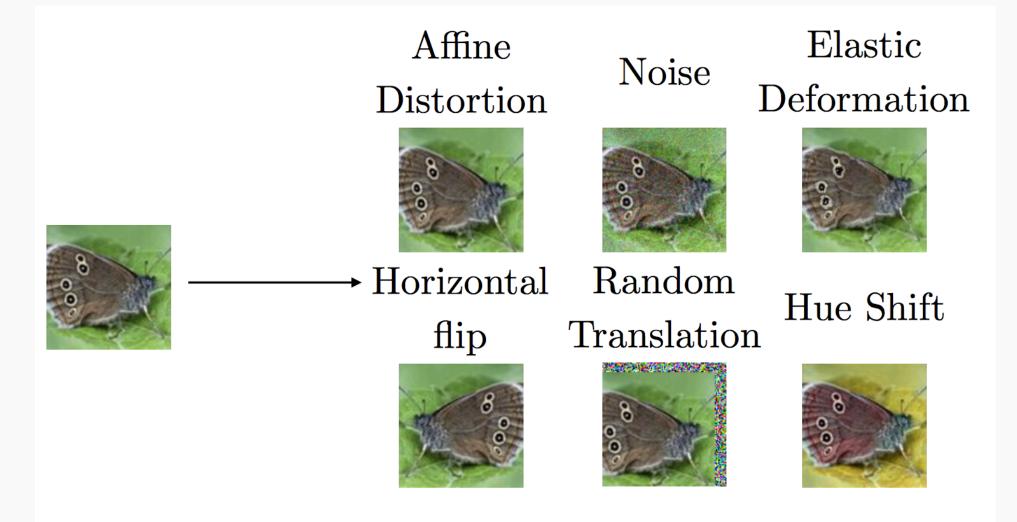








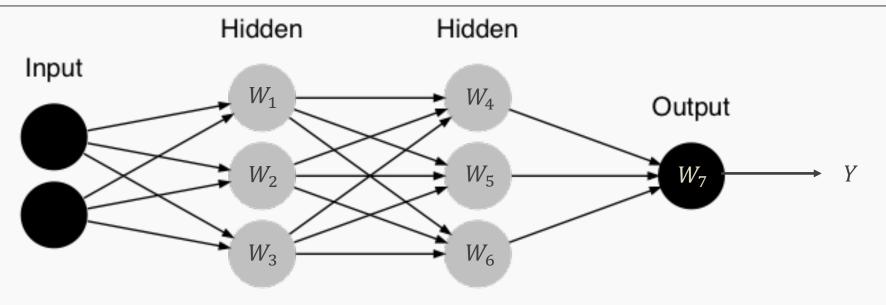
Data Augmentation





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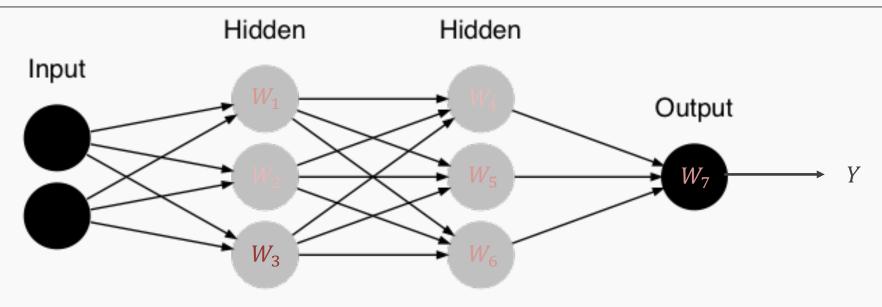


$$J(\theta; X, y)$$

$$[4.34] = [3.2 \quad 2.0 \quad 1.8] \begin{bmatrix} 2 \\ -2.2 \\ 1.3 \end{bmatrix}$$

$$W_7$$





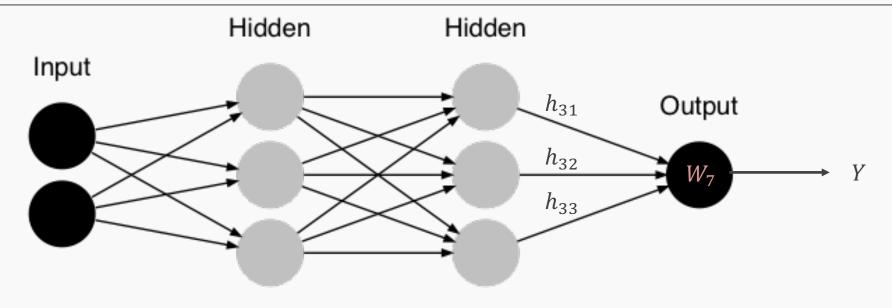
$$J_R(W; X, y) = J(\theta; X, y) + \alpha\Omega(W)$$

$$[0.69] = \begin{bmatrix} 0.5 & .2 & 0.1 \end{bmatrix} \begin{bmatrix} 2 \\ -2.2 \\ 1.3 \end{bmatrix}$$

$$W_7$$



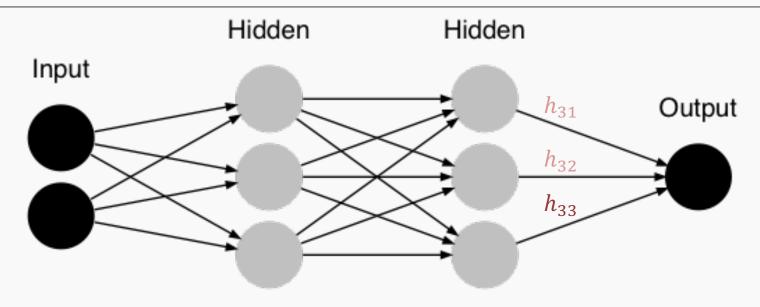




$$J(\theta; X, y)$$

$$[4.34] = [3.2 \quad 2 \quad 1] \begin{bmatrix} 2 \\ -2.2 \\ 1.3 \end{bmatrix}$$
 h_{31}, h_{32}, h_{33}





$$J_R(W; X, y) = J(\theta; X, y) + \alpha \Omega(h)$$

$$[1.3] = [3.2 \quad 2 \quad 1] \begin{bmatrix} 0 \\ -0.2 \\ .9 \end{bmatrix}$$
 h_{31}, h_{32}, h_{33}

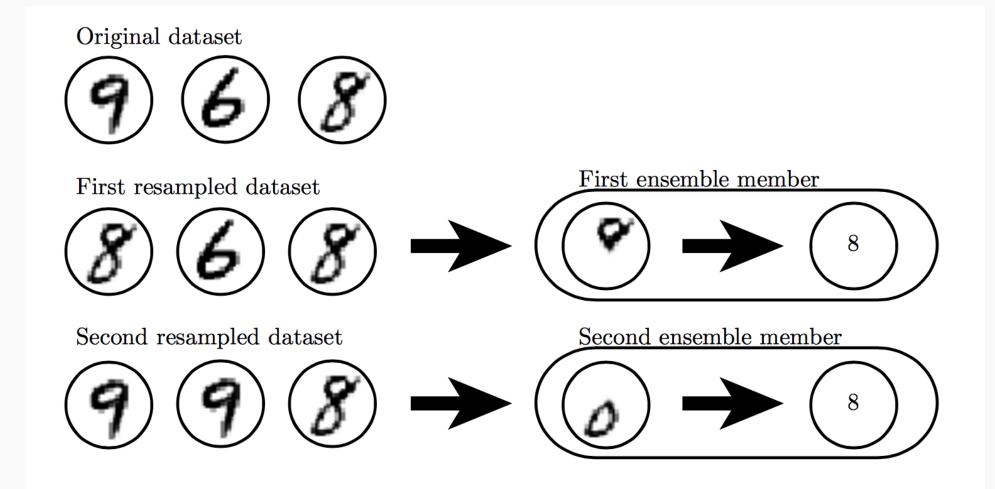






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Noise Robustness

Random perturbation of network weights

- Gaussian noise: Equivalent to minimizing loss with regularization term
- Encourages smooth function: small perturbation in weights leads to small changes in output

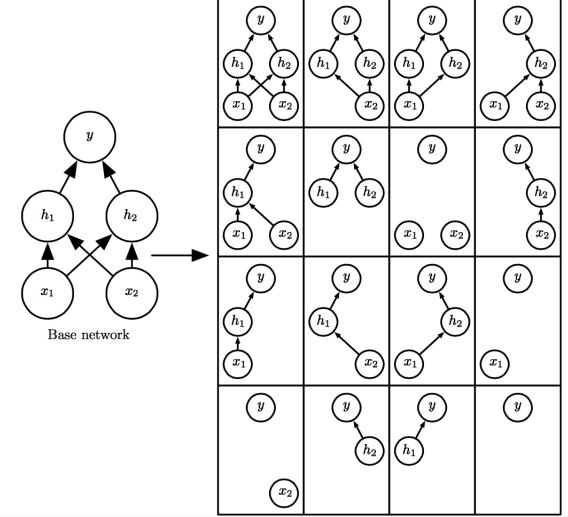
Injecting noise in output labels

Better convergence: prevents pursuit of hard probabilities



Dropout

Train all sub-networks obtained by removing non-output units from base network





Ensemble of subnetworks

PAVLOS PROTOPAPAS



Dropout: Stochastic GD

For each new example/mini-batch:

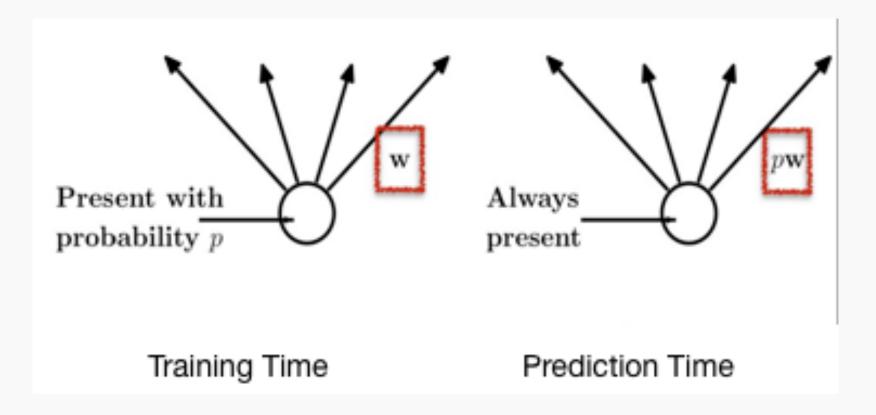
- Randomly sample a binary mask μ independently, where μ_i indicates if input/hidden node i is included
- Multiply output of node i with μ_i , and perform gradient update

Typically, an input node is **included** with **prob=0.8**, hidden node with **prob=0.5**.



Dropout: Weight Scaling

During prediction time use all units, but scale weights with probability of inclusion



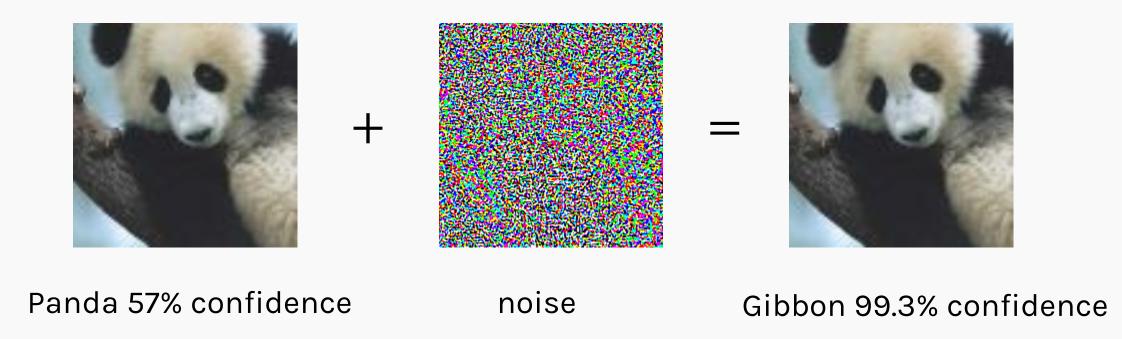


Adversarial Examples





Adversarial Examples



Training on adversarial examples is mostly intended to improve security, but can sometimes provide generic regularization.



Recap

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